<u>**Amendments to the Claims:**</u>

This listing of claims reflects all claim amendments and replaces all prior versions, and listings, of claims in the application. Material to be inserted is in **bold and** <u>**underline,**</u> and material to be deleted is in ~~strikeout~~ and/or in [[double brackets]] if the deletion would be difficult to see.

LISTING OF CLAIMS:

1.   (Currently amended) A method <u>**executed on a computing device**</u> for controlling a non-player character in a computer game, the method comprising:

<u>**displaying a real-time game play interface depicting a game environment on a display of the computing device;**</u>

providing a squad of user-commandable characters<u>**in the game environment of the real-time game play interface**</u>, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character;

<u>**displaying a non-player character interface including an emotional state indicator that indicates a current emotional state of the non-player character and one or more user selectable command icons for issuing a command to a non-player character by a user commanded player character, wherein the real-time game play interface is suspended when the non-player character interface is displayed;**</u>

~~displaying an emotional state indicator that indicates a current emotional state of the non-player character;~~

~~displaying one or more user selectable command icons for issuing a command to a non-player character by a user commanded player character;~~

detecting a predefined game event;

adjusting a current emotional state of the non-player character based on the game event **in the non-player character interface**; and

selecting a non-player character reaction based on the current emotional state of the non-player character;

wherein if the current emotional state of a non-player character reaches a predetermined state, the non-player character becomes unable to respond to one or more commands of the player character, and one or more corresponding command icons is displayed as unselectable **in the non-player character interface, by altering an appearance of the one or more command icons**.

2.   (Currently amended) The method of claim 1, **further comprising:**

in response to a predetermined command, suspending the real-time game play interface and displaying a squad interface including a plurality of non-player character status panes and a squad command icon configured to receive commands controlling the entire squad, the non-player interface being accessible via the squad interface~~wherein movement of the player character is controlled by direct user input from a user input device, and movement of the non-player character is controlled by the computer game program.~~

3. (Previously presented) The method of claim 1, wherein the emotional state includes a fear state.

4. (Original) The method of claim 3, the method further comprising, adjusting the fear state of the non-player character based on the non-player character's proximity to a fear emitter.

5. (Original) The method of claim 4, wherein detecting the predefined game event includes detecting that the non-player character has come within a predefined distance of a fear emitter, and wherein adjusting the fear state includes increasing the fear state if the player is within the predefined distance.

6. (Previously presented) The method of claim 4, wherein detecting the predefined game event includes detecting that the non-player character has moved beyond a predefined distance from the fear emitter, and wherein adjusting the fear state includes decreasing the fear state if the player is beyond the predefined distance.

7. (Original) The method of claim 3, further comprising, adjusting the fear state of the non-player character based on the non-player character's proximity to other squad members.

8. (Original) The method of claim 7, wherein the game event is the non-player character being left alone by the player-character for greater than a

predetermined period of time, and wherein adjusting the emotional state includes increasing the fear state of the non-player character.

9.   (Original) The method of claim 7, wherein the game event is the non-player character being in the presence of other non-player character squad members, and where adjusting the emotional state includes reducing the fear state of the non-player character.

10.   (Original) The method of claim 3, further comprising, adjusting the fear state of the non-player character based on the non-player character's possession of weapons or ammunition.

11.   (Original) The method of claim 10, wherein the game event is the player character giving a weapon or ammunition to the non-player character, and wherein adjusting the emotional state includes decreasing the fear state of the non-player character.

12.   (Original) The method of claim 10, wherein the game event is the player character taking a weapon or ammunition from the non-player character, and wherein adjusting the emotional state includes increasing the fear state of the non-player character.

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13. (Original) The method of claim 3, further comprising, adjusting the fear state of the non-player character based on medicine received by the non-player character.

14. (Original) The method of claim 4, further comprising, displaying the fear state of the non-player character via a fear indicator on a GUI of the computer game.

15. (Original) The method of claim 4, further comprising, inhibiting the non-player character from responding to a command from the player character, when the fear state is above a predetermined level.

16. (Cancelled)

17. (Cancelled)

18. (Previously presented) The method of claim 3, further comprising causing the non-player character to become immune to fear-influencing events upon reaching a predetermined trust state.

19. (Original) The method of claim 3, wherein the non-player character reaction includes attacking an enemy when the fear state is at or below a threshold fear state.

20.   (Cancelled)

21.   (Previously presented) The method of claim 1, wherein the emotional state includes a trust state, and detecting the predefined game event includes detecting the occurrence of a trust-influencing event.

22.   (Original) The method of claim 21, wherein the trust-influencing event is a trust-down event, configured to lower a current trust state of the non-player character.

23.   (Original) The method of claim 22, wherein the trust-down event includes a player character taking away weapon from a non-player character.

24.   (Original) The method of claim 22, wherein the trust-down event includes a player character taking away ammunition from a non-player character.

25.   (Original) The method of claim 22, wherein trust-down event includes a player character attacking a non-player character.

26.   (Original) The method of claim 22, wherein trust-down event includes player character leaving a non-player character alone.

27.   (Original) The method of claim 21, wherein the trust-influencing event includes a trust-up event.

28.   (Original) The method of claim 27, wherein the trust-up event includes a player character giving a non-player character a weapon.

29.   (Original) The method of claim 28, wherein the trust state of the non-player character is raised if the weapon is better than a weapon formerly possessed by the non-player character, and is lowered if the weapon is worse than formerly possessed by the non-player character.

30.   (Previously presented) The method of claim 27, wherein the trust-up event includes a player character healing the non-player character.

31.   (Currently amended) ~~The method of claim 27,~~ **A method for controlling a non-player character in a computer game, the method comprising:**

providing a squad of user-commandable characters, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character;

displaying an emotional state indicator that indicates a current emotional state of the non-player character;

displaying one or more user selectable command icons for issuing a command to a non-player character by a user commanded player character;

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detecting a predefined game event;

adjusting a current emotional state of the non-player character based on the game event in the non-player character interface; and

selecting a non-player character reaction based on the current emotional state of the non-player character;

wherein if the current emotional state of a non-player character reaches a predetermined state, the non-player character becomes unable to respond to one or more commands of the player character, and one or more corresponding command icons is displayed as unselectable, the emotional state includes a trust state, and detecting the predefined game event includes detecting the occurrence of a trust-influencing event, the trust-influencing event includes a trust-up event and ~~wherein~~ the trust-up event includes a player character subjecting itself to a medical examination, in a vicinity of a non-player character.

32.   (Previously presented) The method of claim 27, wherein the trust-up event includes a player character attacking a monster in a vicinity of non-player character.

33.   (Cancelled)

34.   (Previously presented) The method of claim 3, wherein the non-player character reaction includes becoming unaffected by trust-influencing events upon reaching a threshold fear state.

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35.   (Previously presented) The method of claim 1, wherein the non-player character reaction includes attacking an enemy when the trust state is at a threshold trust state.

36.   (Currently amended) A computer game system for emotion-based character interaction, the system comprising, a computer game program having:

a module configured to control **the real time** movement for a squad of user-commandable characters **in a real-time game play interface**, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character; and

a non-player character module including:

a game event detector configured to detect a predefined game event;

an emotional state adjustor configured to adjust a current emotional state of the non-player character based on the game event, the current emotional state including a trust state and a fear state;

a non-player character reaction selector configured to select a non-player character reaction based on the current emotional state of the non-player character; and

a squad interface screen configured to suspend real-time game play in the real-time game play interface and display a plurality of status

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panes corresponding to an emotional state of each non-player character and a command icon for issuing commands to the entire squad;

a **non-player character**~~real-time game play~~ interface screen**, selectable through the squad interface screen,** configured to display [[an]]**a** ~~emotional~~**trust** state indicator that indicates a current emotional state of the non-player character, and one or more user selectable command icons for issuing a command to a non-player character by a user commanded player character;

wherein if the current ~~emotional~~**trust** state of a non-player character reaches a **threshold level**~~predetermined state~~, the non-player character becomes unable to respond to one or more commands of the player character, and one or more corresponding command icons are displayed as unselectable on the non-player character interface screen.

37.   (Currently amended) Computer readable media having instructions stored thereon, which when executed by a computing device, cause the computing device to perform a method comprising the steps of:

displaying a real-time game play interface depicting a game environment on a display of the computing device;

providing a squad of user-commandable characters **in the game environment of the real-time game play interface**, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character;

displaying **a non-player character interface including** an emotional state indicator that indicates a current emotional state of the non-player character, and one or more user selectable command icons for issuing a command to a non-player character by a user commanded player character, **wherein the real-time game play interface is suspended when the non-player character interface is displayed**;

detecting a predefined game event;

adjusting a current emotional state of the non-player character based on the game event; and

selecting a non-player character reaction based on the current emotional state of the non-player character;

wherein if the current emotional state of a non-player character reaches a predetermined state, the non-player character becomes unable to respond to one or more commands of the player character, and one or more corresponding command icons are displayed as unselectable**, in the non-player character interface, by altering an appearance of the one or more command icons**.

38.   (Currently amended) The computer game system of claim [[36]]**40**, wherein when the fear state of a non-player character is detected to be above a predetermined level, the non-player character reaction is selected from the group consisting of inhibiting the non-player character from responding to a command from the player character, performing a self-destructive act and performing an act of incapacitation;

wherein, when the fear state is below a threshold and the trust state is above a threshold, the non-player character reaction is selected from the group consisting of initiating an attack and cooperating in an attack upon an enemy; and

wherein, when the trust state of the non-player character is below a predetermined level, the non-player character reaction is selected from the group consisting of being unable to attack **an** enemy and being unable to perform a command from the player character.

39.   (Currently amended) A method **executed on a computing device** for controlling a non-player character in a computer game, the method comprising:

displaying a real-time game play interface depicting a game environment on a display of the computing device;

providing a squad of user-commandable characters **in the game environment of the real-time game play interface**, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character;

displaying a non-player character interface including an emotional state indicator that indicates a current emotional state of the non-player character and one or more user selectable command icons for issuing a command to a non-player character by a user commanded player character, wherein the real-time game play interface is suspended when the non-player character interface is displayed;

displaying **a non-player character interface including** a graphical icon that functions as an emotional state indicator that indicates a current emotional state of the non-player character **and one or more user selectable command icons for issuing a command to a non-player character by a user commanded player character, wherein the real-time game play interface is suspended when the non-player character interface is displayed**;

detecting a predefined game event;

adjusting a current emotional state of the non-player character based on the game event; and

selecting a non-player character reaction based on the current emotional state of the non-player character**;**

wherein if the current emotional state of a non-player character reaches a predetermined state, the non-player character becomes unable to respond to one or more commands of the player character, and one or more corresponding command icons are displayed as unselectable, in the non-player character interface, by altering an appearance of the one or more command icons.

40. (Previously presented) The method of claim 39, further comprising

displaying an emotional state changing icon that includes an arrow indicating a rise or fall in an emotional state.

41. (Currently amended) A method for controlling a non-player character in a computer game, the method comprising:

providing a squad of user-commandable characters, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character;

displaying a real-time game play interface screen configured to display real-time movement of the player character and non-player characters;

displaying a non-player character interface screen accessible from the real-time game play interface screen, the non-player character interface screen including a non-player character status pane having an emotional state indicator that indicates a current emotional state of the non-player character, and wherein the non-player character interface screen further includes one or more user selectable command icons for issuing a command to a non-player character, **wherein the real-time game play interface is suspended when the non-player character interface screen is displayed**;

detecting a predefined game event;

adjusting a current emotional state of the non-player character based on the game event; and

selecting a non-player character reaction based on the current emotional state of the non-player character;

wherein if the current emotional state of a non-player character reaches a predetermined state, the non-player character becomes unable to respond to one or more commands of the player character, and one or more corresponding command icons are displayed as unselectable on the non-player character interface screen, **by altering an appearance of the one or more command icons**.

42.   (New) The computer game system of claim 36 wherein the command icon remains unselectable until the trust state of the non-player character is increased above the threshold level.

43.   (New) The computer game system of claim 36 wherein the player character manages the non-player character's weapons and/or ammunitions supply, and wherein the emotional state is adjusted responsive to manipulation of the weapons and/or ammunition by the player character.

44.   (New) The computer game system of claim 36 wherein the non-player character interface screen further includes a character icon representing an animated image of a non-player character, and wherein the appearance of the character icon varies based on the trust state of the non-player character.